

# AverMedia Document Camera

**Features** - projects documents, objects, microscopic images and more.

## Basic Display Instructions

1. Attach the VGA cable to the back of the Document Camera (RGB Output).
2. Attach the other end of the cable to a video projector on a cart or the wall plate in your classroom that your mounted projector is attached. You do not have to disconnect your computer, use the port next to where your computer is connected.
3. Push the latch in the back to raise the arm.
4. Raise the camera head. To adjust the camera head push the latch on the top.
5. Turn on the camera, place your object under the camera and remove the lens cover. On the Control Panel use the AF button to auto focus. Use the Zoom Shuttle to zoom in and out.

## Control Panel and Remote

- *Source and Camera* – if you connect your computer to the AverMedia you can switch between camera and your source on the AverMedia control panel
- *Capture* - capture images directly to the Document Camera or to an SD card, press the *Playback* button to view your images
- *Lamp* - select the Lamp button to add more light
- *Rotate* - rotate the image by 90° each time the Rotate button is pressed in camera mode
- View can be *Split Screen* or *Picture in Picture*
- *AverBox* a box appears, you can center on a specific detail, move the box, shade the box, and instantly zoom to that area.
- *AverVisor* shades an area and lets you gradually reveal from top to bottom or side to side.
- *AverPointer* acts like a laser pointer that can be moved.